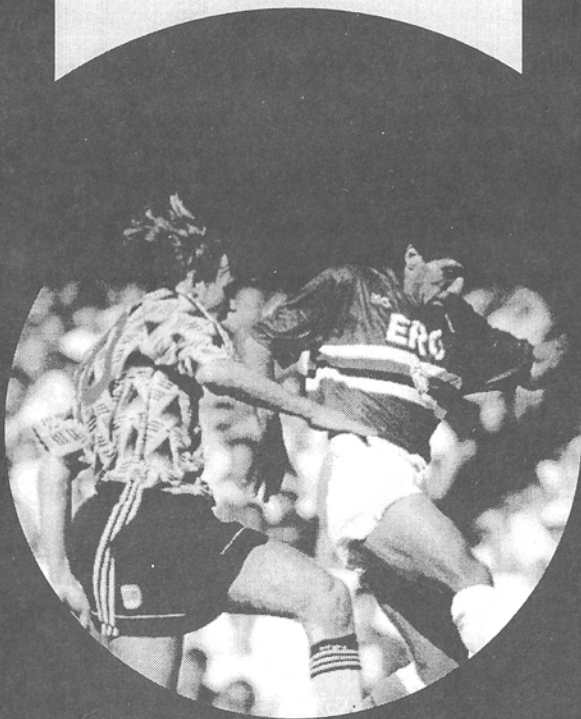


Club & Country

.....takes the football management
game one stage further!



MANUAL

A WORD FROM THE GAME PUBLISHERS

Dear Player,

After the success of Club Football - The Manager, we were so inundated with requests for a sequel that we decided that we would provide the gamesplaying public with a stunning follow up. Reading through the hundreds of thoughts and ideas we received from avid Club Football players, we selected the best ideas, with the intention of making the best football management game even better.

After months of blood, sweat and tears we, BOMS Computer Games Ltd, with the programming and artistic talents of the Teque London Studios, proudly present Club and Country.

Yours Sincerely,

Boms Computer Games Ltd

INTRODUCTION

To manage their favourite football club is a dream to every passionate football fan the world over. To manage the national side is something that exists beyond the wildest dream of those same fans. Club and Country allows the player to simulate both these events, with the most detailed management simulation yet to appear on your computer.

Complex tactical decisions, complete financial freedom to purchase players, improve the ground and invest in the youth team (tempered by the financially greedy executive board!), allow you to see if you are a hot shot supermanager or just an pea brained moron in a tracksuit. Only your grasp of tactics, and judicious spending and selling can decide your fate. Tactical supremo's could well find themselves eligible for the most important managerial position - international manager, whilst poor managers will find themselves dumped on the managerial scrapheap, a destitute figure wandering the streets, insisting that bad luck and injuries to key players destroyed your chance of success.

International management will take the player through the rigours of the worlds biggest sporting competition, the World Cup.

Can you manage to pull your team to the top of the league, winning the League and both Cup competitions? Have you got the tactical know-how and intelligence to take your national team to the European and World Cup?

Will you be a success, for Club and Country?

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SYSTEM REQUIREMENTS

PC

4Mb RAM
 2Mb Hard Drive space free.
 Sound Blaster or Gravis Ultrasound card.
 386 or higher.

Amiga

Kickstart 1.2 and above.
 1Mb RAM or more.

TO LOAD

NOTE: If you are using an Amiga you will need to have ready a formatted blank disk for use as a save game disk in the game.

PC Insert disk in drive and then type the drive letter followed by "install",
 e.g.:-

A: (return)
 install (return)

The game will be installed to your hard drive which will need about 1.7 Mbytes of free space. You can select which drive to install from, which drive to install to and the directory you would like to install the game to.

To run the game once it has been installed, type CLUB2E for the English version and CLUB2D for the German version.

AMIGA Insert Disk 1 in drive A, reset the machine, and follow the on-screen instructions.

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PREPARING FOR PLAY

The first time you play, click on the NEW GAME icon. If you wish to re-start a previously played game, then click on the appropriate LOAD GAME icon (1-8).

The game will now initialise all the team and player data. Two progress bars will show this happening.

The game can be played singly or with multiple players. When requested enter the first player's name (followed by RETURN). Next you will be prompted to select a team for that player to manage - click the mouse button to see the list of teams. Select the team you wish to manage by clicking on it with the mouse pointer. The information shown for each team includes the position in the league you must finish in your first year as manager to avoid being sacked.

You will then be asked for the subsequent players name. If there are no further players then press RETURN to end this section.

The latest match results will now appear on screen. Click the mouse to continue through all the results until you reach the MAIN SCREEN. This shows the current position of the team and details of the next match to play. The graphic in the bottom right hand corner shows how well you are doing.

MOVING AROUND THE GAME

The game is controlled entirely by using the mouse pointer to select various icons. Usually displayed in the top right corner of the screen - simply move the pointer over the appropriate icon and click the left button. The icons may be scrolled by clicking on the up/down arrows next to them. For reference purposes when the mouse pointer is positioned over an icon it's description will appear in a help window along the bottom of the screen.

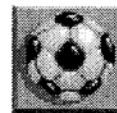
To enter or change numerical figures, hold the mouse pointer over the appropriate digit of the number you wish to change. The right mouse button increases the number and the left mouse button decreases it. For example if you wish to increase a figure of 120 to 130 you would position the mouse pointer over the '2' and press the right mouse button once.

Please note that you can only change certain values in the game and not every number that appears on screen.

The icons and their functions are described within this manual..

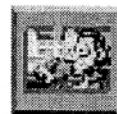
CLUB & COUNTRY

PLAY NEXT MATCH



This will kick off the next game on the calendar. Only use this when you are ready to play the match.

MAIN SCREEN



This shows the current position of the team and details of the next match to play. The graphic in the bottom right hand corner shows how well you are doing.

LIST PLAYERS



This displays a list of all the players in the game whose stats fall within the range set using the SEARCH REQUIREMENTS icon below.

You can use the sub-icons to make more sense of the list by narrowing down what sort of player you are looking for (SEARCH REQUIREMENTS) and then sorting the list into the order of importance you want (SORT REQUIREMENTS). You can take a closer look at a player (VIEW PLAYER DETAILS), mark him for special attention by your scout (ADD PLAYER TO WATCH LIST) and finally try to buy him (APPROACH PLAYER).

Use this approach if you are looking for new blood in your team.

The information displayed for each player is in the following format:-

NAME	AGE	TYPE OF PLAYER	SHIRT NUMBER	MISC
------	-----	----------------	--------------	------

The Type of Player shows what position they prefer to play in, as follows:-

GK	Goalkeeper
DEF	Defender
MID	Mid-fielder
ATT	Forward

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The Shirt Number shows their current position (see EDIT TEAM TACTICS) including:-

SG Substitute goalkeeper
S1 Substitute 1
S2 Substitute 2
RES Reserves

The MISC letter shows if the player is on your Watch List (W), If the player is available for Transfer (T), or if the player is the Captain (C).

As you move the mouse pointer over the player, you are also shown the following information at the bottom right of the screen:-

NAME	Name
GOALS	Number of goals scored this season.
VALUE	How much your scout values the player
PACE	Speed on the pitch from 0-99
STAMINA	Stamina from 0-99
PASSING, SHOOTING, CONTROL, TACKLING, SAVING and HEADING	How well your scout rates each of these skills from 0-99.

The last digit of the players stats will not be visible unless you have added this player to your watch list. Thus a player shown with a stat of 6? may be a 60 or a 69.

Search Requirements



Sets the maximum and minimum stats you wish to search for. When you have set the values you are happy with click on DO SEARCH. Note that if a player is on the transfer market (i.e. TRANSFER LISTED) then he will be cheaper to buy.

Sort Requirements



Allows the player list to be sorted in a number of ways e.g. alphabetically, by skill or goals scored etc.

Approach Player



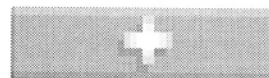
This takes you to the bidding screen where you can try to buy the selected player.

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The selling price, salary and contract length are displayed in the bottom section of the screen. These values fluctuate as the bidding proceeds.

When you are happy with the terms on offer, use the left mouse button to confirm your acceptance. If you wait too long another club may buy the player, the player may reject the terms offered or the selling manager may pull out - so you've got to be quick.

Add Player To Watch List



This action will inform your scout (to hire a scout see HIRE AND FIRE STAFF) to have a closer look at this player. When you are national team manager you will only be able to select your squad from the players that are highlighted on this watch list.

View Player Details



Gives more information on the player, including any special skills and how much your Scout values him (if you have a Scout).

Remove Player From List



Removes a player from the watch list. Note that you must have at least fifteen players on your list.

LIST TEAMS

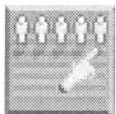


Lists all the teams in the game, allowing you to study the strength of the opposition before a game. Move up and down the list by clicking on the scroll bars to the right.

You can click on any team name to see more details of their squad. The stats are presented in the same form as LIST PLAYERS (above).

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SELECT SQUAD



This lists the players currently in your squad and allows you to move them around within it. Use this icon along with EDIT TEAM TACTICS to select which player plays where.

The information displayed for each player is in the same format as for LIST PLAYERS.

To move a player within the squad, select him with the mouse and then click on the position that you wish to exchange him with. To change which position each shirt number plays in use the EDIT TEAM TACTICS screen (below).

Also on this screen are a further three sub-icons:

View Player



Gives a detailed stats listing as described earlier.

Make Captain



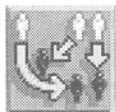
Allows you to appoint a player as captain. Usually you would make the best player the Captain, in order to help weaker members of the squad play better.

Add To Transfer List



Puts a player on the transfer list.

EDIT TEAM TACTICS



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This is where you determine how your team will play, by editing their tactics and positions.

To move a player's position on the pitch click the left mouse button over his shirt number. Move to a new pitch position and click again

To edit the teams tactics use the following sub-icons:-

Control Player Behaviour



Here you select the players individual style e.g. pass to wingers, take penalties etc. Use the left mouse button to view the options available to each player. When happy with your choices click on END EDIT.

Select Where Player Can Move



You can adjust where the player moves on the pitch by clicking on this icon.

Select the player as prompted and then click on the top left and then bottom right corner of the players move 'box'. This 'box' determines the main area in which the player will operate. The larger the area you ask the player to cover the more stamina he will require.

View Player In More Detail



Gives a detailed description of your player.

Select Formation

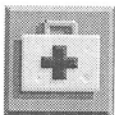


You may select up to four formations, all of which can be edited using the SELECT WHERE PLAYER CAN MOVE icon to your own tastes. These new formations can be implemented during the actual match (see DURING THE MATCH below).

Click on the appropriate icon (1-4) for the formation you wish to edit.

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VIEW INJURY LIST



Displays current injuries and the length of time until the player is fit to play.

If a player is injured he may still be picked to play - but he plays at a reduced ability and can aggravate his injury.

STADIUM



Through this screen you can build extra seating and adjust ticket prices.

When you click on this icon the left hand side of the screen changes to show a picture of your stadium. This graphic shows the number of seats and also the ticket prices for all four of the seating areas.

In the bottom right of the screen you will see a BUILDER icon and a TICKET GIRL icon.

Builder



To build extra seats, click on the BUILDER icon. You will then be requested to select which stand you plan to develop - click on one of the four areas shown on the stadium picture. The BUILDER icon will now change to show the following information:-

How much money you have to spend.

Number of seats.

Total cost of building more seats.

To increase the number of seats place the mouse pointer over the digit you want to change and hold down the right mouse button. The total cost figure will change to show you how much you will have to spend to do the building work. Note that you can spend more than you have in the bank up to the value of your overdraft limit (FINANCE below).

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When you are happy with the number of seats and the cost, click on the TICK icon (or the CROSS icon to cancel). The stadium picture will show how long the stand will be closed for the building work (the more seats you build the longer it will be shut).

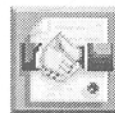
Ticket Girl



To adjust the ticket prices, select the TICKET GIRL icon and then select one of the four stands. The current ticket price will be shown which you can adjust by using the left and right mouse buttons (whilst holding the pointer over the digits).

Remember that whilst stands are closed for building you will not earn any income from them and if you put ticket prices up too much your fans will stay away.

HIRE AND FIRE STAFF



Use this screen to hire and fire your Coach, Physio and Scout.

Click on the graphic in the bottom right corner to select which job you wish to hire or fire, then choose an applicant from the list in the top left corner of the screen.

At the start of the game all three of the jobs are vacant.

VIEW MANAGER HISTORY



Through this screen you can review your current performance and look at previous years. You can also study the managers' league table. You must head this table at the time of international appointments to become national boss. Points are awarded after each match - the better your team is doing, the more points you as the manager get.

The two icons at the bottom of the screen select what information you are looking at:-

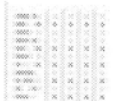
CLUB & COUNTRY

Next Manager



This selects which manager to look at if there is more than one person playing. The up and down arrows select which year to view.

View Manager Charts



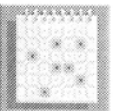
Click on this icon to see the Manager Charts. This is a list of all the managers in the game and their current points total with the player's name highlighted. As you move the mouse pointer over this list, the individual managers' team names are displayed below the VIEW MANAGER CHARTS icon.

LEAGUE TABLES



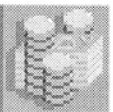
Displays the current league tables. Use the up and down arrows to move through the leagues. Click on the right arrow to exit.

VIEW FIXTURES



Displays the fixture lists. Controls as for LEAGUE TABLES.

FINANCE



Displays current financial report. The information shown at the bottom of the screen is:-

LAST BALANCE	Last week's bank balance
THIS BALANCE	This week's bank balance
PROFIT	Profit or loss from previous week.

Additionally you can show more information at the top of the screen by using the following icons:-

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View Income



Displays income from last week of activity, as follows:-

GATE RECEIPTS
LOANS RECEIVED
CREDIT INTEREST
PLAYER SALES

Ticket sales.
Size of bank loan.
Interest from bank on current positive balance.
Income from sale of players.

View outgoings



Displays outgoings for last week of activity

MANAGER SALARY
STAFF WAGES
YOUTH INVESTMENT

PLAYERS BOUGHT
DEBIT INTEREST
GROUND IMPROVEMENTS
LOAN REPAYMENTS
LOAN PAYOFFS

Your salary.
Total staff wages.
How much money you are spending on your youth policy (see YOUTH TRAINING below).
How much you have spent buying players last week.
Interest to bank on loans.
Cost of building stands last week.
Size of automatic loan repayment.
Any extra amount you have paid this week (see BANK MANAGER).

Whilst on this screen you can adjust the amount of money you are spending on YOUTH TRAINING.

Use the left/right mouse button on the YOUTH INVESTMENT figure to increase/decrease expenditure in this area. The greater the amount spent the more chance there is of a star youth player joining you.

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Bank Manger

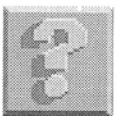


Visit the bank manager to obtain or repay loans. Use the left/right mouse buttons over the CURRENT LOAN to decrease (i.e. repay) or increase your borrowings. Remember you cannot exceed the loan limit that has been set by your board.

CURRENT LOAN	How much you are currently borrowing.
LOAN LIMIT	Maximum the board will allow you to borrow.
WEEKLY REPAYMENT	Size of the automatic weekly loan repayments.

If you take out a loan, it will be repaid automatically week by week, and you will be charged interest on the outstanding amount.

OPTIONS



This controls various in-game options. Click on the appropriate option :-

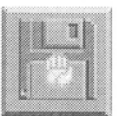
MUSIC ON/OFF	PC version only
MATCH PICTURES ON/OFF	Controls the in-match pictures (see below).
RESULTS PAUSE ON/OFF	Waits for mouse click whilst showing results.

VIEW WATCHED PLAYERS



This works in the same way as LIST PLAYERS (above) except that you can only see the players you have marked (see LIST PLAYERS - ADD WATCH).

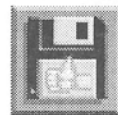
QUIT WITHOUT SAVE



Quits game but does not save it.

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SAVE AND THEN QUIT GAME



Saves game and then quits. Remember if you are saving to a floppy drive (Amiga users) to have a formatted blank disk ready. Select one of the eight save game slots on the left of the screen.

You can re-load a saved game just after starting by clicking on the appropriate LOAD GAME icon (1-8).

DURING THE MATCH

When you kick off a match (by using the PLAY NEXT MATCH icon) you will see a picture of the pitch showing your and your opponents formations. The box above shows the two scores and the bar above that shows the overall possession ratio of the two teams.

During the match a commentary is displayed in the bottom box.

The two boxes to the left and right of the screen show various statistics about the two squads. Information is shown on each player by the blue and yellow bars beneath their names. Different information is shown according to what function you have selected for these bars:-

STAMINA	Starting stamina (YELLOW) and current strength (BLUE)
POSSESSION	Total possession (YELLOW) and successful actions (BLUE)
SHOTS	Number of shots (YELLOW) and number of goals (BLUE)

To change which of the above is displayed click on the left or right mouse button (according to whether you are playing home or away). This takes you to the in-game options screen.

IN-GAME OPTIONS

Click on the icon in the bottom left hand corner of the screen to change the information displayed.

The speed with which the match is played is shown at the top of the screen (SLOW, MEDIUM, FAST, VERY FAST). Click on the value to change it.

To change the tactics in use (1-4) click on the two arrows at the bottom of the screen.

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To make a substitution (or swap players' positions), click on the name of the player you wish to move, and then click on the player you wish to swap him with.

To return to the match, click on the icon in the bottom right.

Have fun and the best of luck !

CREDITS

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Published by	B.O.M.S. Computer Games Ltd

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